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NINTENDO DS[™]

SHIN MEGAMI[®] TENSEI STRANGE JOURNEY[™]

INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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STORY

It is the beginning of the 21st century, and Earth's population stands 7 billion strong, yet mankind faces extinction due to the sudden appearance of a spatial anomaly in Antarctica.

Dubbing this anomaly the Schwarzwelt, the United Nations discreetly establishes a counter-organization to deal with the problem without causing a global panic. But in the face of a phenomenon beyond human understanding, the project is powerless to act.

With the Schwarzwelt slowly expanding and mankind's clock running, the U.N. approves drastic measures to dispatch a manned investigative unit into the void. Nations put aside their differences to form the Schwarzwelt Investigational Team, consisting of top scientists and soldiers gathered from countries around the globe and trained in the world's most advanced technology.

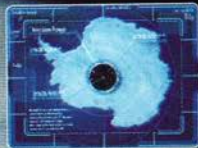
The utmost precautions are developed, including next-generation landing vessels hardened with plasma shields to grant them access to the Schwarzwelt and the cutting-edge Demonica combat suits designed to withstand the harshest of conditions inside. So armed, the Schwarzwelt Investigational Team departs into a world where danger beyond their imagination awaits, to save mankind's future from utter annihilation.

[Schwarzwelt]

An unknown void that appeared without warning near the South Pole. Originally, it was a mere meter in diameter, but its radius has since grown to several hundred kilometers with no indications of slowing. The plasma cloud on the Schwarzwelt's outer edge destroys anything it comes in contact with.

[Demonica Suit]

High-tech combat gear equipped with a state-of-the-art computerized guidance system developed for next-generation warfare. The airtight suit is designed to withstand harsh environments and the onboard AI can automatically enhance the wearer's abilities.



CHARACTERS



PROTAGONIST

A USMC officer who underwent intense combat and command training between tours of duty. He was transferred to the Schwarzwelt Investigational Team by U.N. request. As a member of the Strike Team, his duties include off-ship missions and providing security for the expedition. He is on the crew roster for Ship 1, the Red Sprite.



ZELENIN

A Russian scientist recognized for her research on the Schwarzwelt. Her position as the First Lieutenant of the Monitor Team was one of the first appointments made. Her chief duty is to research the Schwarzwelt's true nature along with her crewmates on Ship 3, the Elve.



JIMENEZ

Another member of the expedition with an American military background, Jimenez began his career as an enlisted man and is now a private contractor, attracted to the expedition by the promise of financial gain. He serves on Ship 2, the Blue Jet, as a member of the Strike Team.



GORE

The overall commander of the Schwarzwelt Investigative Team. He was originally a military officer serving a large country; the leadership abilities he displayed during his service earned him the top position on the team that now holds the fate of mankind. He commands the Red Sprite directly in addition to overseeing operations on the other three ships.

CONTROLS

This game primarily uses the +Control Pad and buttons, with certain exceptions.



About Sleep Mode

If the Nintendo DS is closed during gameplay, it will enter Sleep Mode, which consumes less battery power. The Nintendo DS will exit Sleep Mode once it is opened again.

On the Field

+Control Pad	Up: Walk forward Down: Turn around	Left: Turn left Right: Turn right
A Button	Examine/Talk/Scan	
B Button	(Used with +Control Pad) Strafe	
X Button	Access Mission Log	
Y Button	Access Demonica menu	
L Button	View next floor's map	
R Button	View previous floor's map	

*The map on the Touch Screen can be dragged with the stylus.

In Battle

+Control Pad	Move the cursor
A Button	Confirm selections
B Button	Cancel selections
X Button	Turn Auto-Battle on/off
Y Button	Display conditions screen
L Button	Cycle through Status screens
R Button	Cycle through Status screens

STARTING THE GAME

1. Make sure the Nintendo DS system is turned OFF before inserting Shin Megami Tensei: Strange Journey into the Game Card slot. Press down until you hear a clicking sound.

2. Once the DS is turned ON, you will see a screen just like the one on the right. Read the warning, and after that you can touch the Touch Screen.

3. Touch the Shin Megami Tensei: Strange Journey panel on the DS Menu Screen. This will take you to the Title Screen, and you may start the game.

*If the DS is set to Auto Mode, this step is unnecessary. For more details, see the Nintendo DS instruction manual.

4. If you touch the Touch Screen during the opening screen, the mode select screen will be displayed.

In this instruction manual, game screens with ■ orange frames represent the Top Screen, while ■ green frames represent the Bottom (Touch) Screen.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH
AND SAFETY PRECAUTIONS BOOKLET
FOR IMPORTANT INFORMATION
ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT:
www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



Title Menu

>>> NEW GAME

Choose this to start a new game. During the opening, you will need to enter the main character's name via an onscreen keyboard. Use the L/R Buttons to toggle between alphabet and symbols, the A Button or stylus to enter a character, and the B Button to delete a character. To finish entering each name, press START.



>>> LOAD GAME

Continue the story from a saved game. Select the save file you wish to use and press the A Button to confirm.

>>> CONFIG

Here, you can adjust various settings:

- MESSAGE: Changes the speed at which messages are displayed.
- BGM: Adjusts the background music volume.
- SE: Adjusts the sound effect volume.
- CURSOR MEMORY: Choose whether or not the game remembers your last cursor position in battle.

About Saving

You can save your game from the Command Room of the Red Sprite (p.40) or from Terminals found in the field (p.21).

GAME FLOW

In this game, you will investigate the various sectors of the Schwarzwelt while carrying out missions.

The Red Sprite

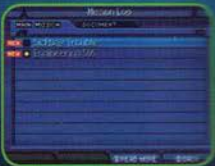
The Red Sprite is the base of operations for your investigation of the Schwarzwelt. There are several facilities within the ship where you can obtain new main missions, heal your party, and acquire equipment.

>>> Mission Control

You will receive new missions from your commander. Not every mission is investigative in nature; you may also receive rescue missions, elimination missions, or even escape or infiltration missions. You can view mission details from the Mission Log (p.27).

>>> Preparing to Explore

You can create new equipment, items, and Demonica applications at the Red Sprite's Lab. It's best to be prepared before you disembark the Red Sprite.



Entering the Field

The Schwarzwelt is composed of many sectors. You will progress by using the Red Sprite to travel to new sectors and investigating them. More sectors will become accessible as the story progresses; you may change sectors at will from the Red Sprite's Deck.



>>> Strengthening Your Party in Battle

When you encounter an enemy in the field, you will enter battle. Investigate each sector while powering up your demons through battle.

>>> Using Demonica Functions to Search

There are many tricks to watch out for in the Schwarzwelt. What appears to be merely a wall might just be passable with a Demonica function. Explore every nook and cranny of each sector and pay special attention to suspicious areas.

Returning to the Red Sprite

If things get too dangerous, or if you find new forma, you should return to the Red Sprite and regroup. You can return to the Red Sprite using Terminals located throughout the field (p.21).

Basics of Exploration



>>> Move and Fight on the Top Screen

Use the +Control Pad to move around the field displayed on the top screen. When you encounter an enemy, you will enter the battle screen.



>>> Check the Map on the Bottom Screen

The bottom screen is an automap that records where you have travelled and marks points of interest with various icons. During battle, the enemy status and party status are displayed here.

About Movement and Moon Phases

As you move around the field, the moon's phase will change. The moon's phase affects many things, such as demon fusion and demon conversation.



Reading the Field Screen

1 The moon's current phase. (p.16)

2 Demon Proximity Indicator. Shows the likelihood of encountering demons. Blue means no demons nearby; yellow means demons are near; red means an encounter is imminent.

3 Demonica search function list. When something is in range of a search function, that function's name will light up here. (p.18)

4 Status ailment icon display. (p.29)

5 Current HP.

6 Current MP.

7 Current sector and floor.

8 The automap, which can be moved by dragging it with the stylus.

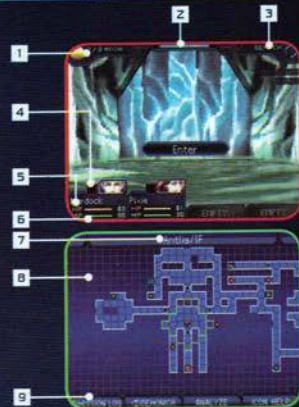
9 Command Tabs. By touching a tab, you can perform the corresponding action.

MISSION LOG: View the Mission Log screen. Can also be accessed with the X Button.

DEMONICA: View the Demonica screen. Can also be accessed with the Y Button.

ANALYZE: View demon analysis data.

ICON HELP: View an explanation of the map icons (p.20).



Exploring the Field

There are various quasi-hidden objects, like forma and gates, that you will come across in the field. Use the different functions of your Demonica to help you carry out your mission. There are other functions in addition to those covered here.

>>> Forma

The mysterious materials found in the Schwarzwelt are designated "forma." You can use the forma you obtain to develop items and equipment at the Red Sprite's Lab.

• Forma Search

You can find forma in the field with this Demonica function. Go to the points indicated on your map and press the A Button to scan for forma.



>>> Gates

In order to progress through each sector, you must pass through gates. There are several different types of gates; some can be seen with the naked eye, while others are invisible without the Gate Search function.

• Gate Search

You can make gates hidden within walls accessible with this Demonica function. The search prompt will appear when you face a wall with a hidden gate. Press the A Button to scan for a gate. If you cannot detect the gate, you will need to upgrade your Demonica further.

• Unlock

Some gates are locked; you can use this Demonica function to unlock them. If you are unable to unlock the gate, you will need to upgrade your Demonica further.



>>> Enemy Search

A function that automatically detects hidden enemies on the field. Go to the points indicated on the map and press the A Button to challenge the hidden enemies.

Map Icons

Points of interest are marked with icons on the automap. You can view the legend by touching the **ICON HELP** tab on the bottom screen.



START



ONE WAY



EVENT



TERMINAL



UP



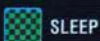
LOCKED



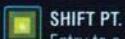
AUTO WALK



DAMAGE

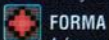


SLEEP



SHIFT PT.

Entry to a Sanctum.



FORMA

A forma detected using Forma Search.



DOOR



TREASURE



HEAL SPOT



ELEVATOR



DOWN



PIT



WARP



POISON



EX. MISSION



SECRET

A gate you can't yet isolate with Gate Search.



ENEMY

An enemy detected using Enemy Search.

Facilities in the Field

There are occasional facilities located outside the Red Sprite that will help you in your mission.

>>> Terminals

You can do several things here:

- **Save:** Save your progress. Select a file you wish to save to and press the A Button.
- **Return:** Teleport to the sector's entrance.
- **Install Sub Apps:** Change installed Sub Apps. The process is the same as at the Red Sprite (p.41).



>>> Heal Spot

You can pay Macca here to recover HP and MP. The amount of Macca required depends on your party's status.



DEMONICA

Demonicas are multi-function suits issued to the crew of the Investigative Team. By using forms to develop new functions and Sub Apps, you can expand a suit's capabilities. Press the Y Button to access the Demonica menu, from which you can view your party's status, use items, equip weapons, and so forth.

Demonica Commands

- Items p.22
- Skills p.23
- Status p.23/p.28
- Party p.23
- Equipment p.24
- Demon Fusion p.25/p.36
- Demon Data p.25
- Log p.27

Items

View and use your items. After selecting "Items," the following commands are available:

>>> Expendables

Use an item. Highlight the item you wish to use and press the A Button to confirm your choice. Next, select who you wish to use the item on and press the A Button to use it.

>>> Forma

View your stock of forma. Forma are divided into two categories: Base Forma and Assist Forma.

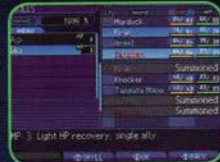
>>> Key Items

View important items you have acquired.



Skills

Allows you to use an ally's recovery skills. Highlight the skill you wish to use and press the A Button to confirm your choice. Next, select who you wish to use the skill on and press the A Button to use it.



Status

You can view the status of the main character and your allies here. Press the Y Button to view descriptions of a character's skills. See p.28 for more information on the status screen.



Party

You can organize your party with the Summon, Return, and Delete options. Your party consists of the main character and up to three allies.

>>> Summon

Summon a demon from your stock into an empty or occupied slot.

>>> Return

Return a demon to your stock.

>>> Delete

Delete a demon.



Party

Stock

Equipment

Here, you can change the weapons and armor attached to your Demonica as well as view the Main/Sub Apps you have installed.

>>> Weapons/Armor

Change your weapon and armor loadout for battle. Select the type of equipment you wish to change. Then, select the item you wish to equip.

>>> Main App

View the Main App functions you have installed.

>>> Sub Apps

View the Sub Apps you have installed.

About Main App and Sub Apps

- Main App

The Main App consists of several functions that are required in your investigation. You cannot change the existing Main App functions. By obtaining and developing rare forms, new functions will automatically be added to the Main App.



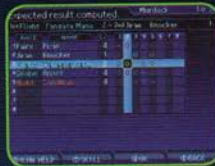
- Sub Apps

Sub Apps are functions which provide various types of support. Each Sub App has its own size; you can install as many as your Demonica has the capacity for. You can change which Sub Apps you have installed from the Red Sprite's Lab or Terminals in the field.



Demon Fusion

You can fuse demons together to create new and more powerful demons. There is no need to go to a special facility; demons can be fused directly from the Demonica menu. For more information, see p.36.



Demon Data

From this menu, you can view various information regarding demons. You can also summon and register demons, as well as input or generate passwords.

>>> Demon Compendium

Here you have the option to View or Register.

- View menu controls

SELECT	Toggle between original and custom data
L/R Button	Change sorting criteria
X Button	View a demon's mythological profile
Y Button	View Skill descriptions
A Button	Summon demon/Output password (p.26)





• Summon

Summon the registered demon to your stock. **Macca** is required to summon a demon. Note that you **cannot** summon demons already in your party or stock.



• Output Password

Output a password containing the selected demon's data. By giving the password to others, they can register the password to access that data.

• Register

You can register your demon's current level and abilities. Highlight a demon and press the A Button to register it, or press the X Button to register all your demons at once.

• Enter Password

By entering a password you've received from a friend, you can register that demon for your own use. Select the password entry slot "PWD" at the bottom of the list to access the password entry screen. Note that password-registered demons still require Macca to summon into your stock.



Password Entry Slot



>>> Demon Analysis

Here you can view analyses of encountered demons. If the Analysis gauge is at MAX, you can view which items the demon may drop by pressing the X Button.

>>> Demon Source

View collected Demon Sources. Demon Sources are used when fusing demons.



Demon Source

Log

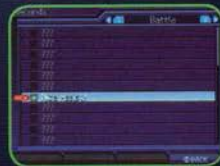
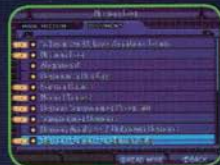
Here you can view documents relating to your mission. You can also access the Mission Log from the Command Room of the Red Sprite or by pressing the X Button outside of the Demonica menu.

>>> Mission Log

View details of your Main and EX Missions, as well as any documents you have collected. Mission briefings and documents will automatically be updated when you gain new information.

>>> Records

View any accomplishments you have unlocked during the game. You can change categories by pressing the L/R Buttons.



STATUS

The status screen contains information regarding the state of your party.



- 1 Race and name
- 2 Current level
- 3 Experience needed to level up
- 4 Current/MAX HP
- 5 Current/MAX MP
- 6 Elemental affinities (see p.30)
- 7 Stats
 - St: Affects attack power
 - Ma: Affects skill effectiveness
 - Vi: Affects defense
 - Ag: Affects speed and evasion
 - Lu: Affects various factors

- 8 Sword Attack = The character's sword strength rating
Gun Attack = The character's gun strength rating
Defense = The character's defense rating
- 9 Available skills
- 10 Glows if you have an ally's Demon Source
- 11 The demon's alignment
- 12 The demon's Analysis gauge

Status Ailments



KO

When a character's HP falls to 0, that character will be KO'ed. If a demon is KO'ed, it will return to the stock. If the main character is KO'ed, the game is over.



SLEEP

Sleeping characters cannot dodge attacks and will sustain greater damage when hit. They will recover HP and MP each turn while asleep.



POISON

Poisoned characters take damage each turn. This ailment persists after battle.



CHARM

Charmed characters cannot be controlled and will attack their allies.



PARALYZE

Paralyzed characters cannot dodge attacks and will sustain greater damage when hit. This ailment persists after battle.



MUTE

Mute characters cannot use skills. This ailment persists after battle.



STONE

Petrified characters cannot move. They sustain less damage, but cannot recover HP or MP. This ailment persists after battle.



FEAR

Scared characters will sometimes be unable to act. Scared demons may flee back to your stock.



STRAIN

Strained characters will lose MP each turn. This ailment persists after battle.



BOMB

Characters with Bomb status are immediately KO'ed if hit, inflicting their remaining HP in damage to the rest of the party. Defending prevents detonation.

BATTLE

Battle proceeds as you select commands to combat the enemy.

Battle Screen



9 Elemental affinities. "Wk" is a weakness, "St" is a resistance, "Nu" voids that element, "Dr" absorbs damage, and "Rf" reflects the element

1 The current moon phase. Affects things such as demon conversation

2 Auto display. Press the X Button to begin or end Auto-Battle; your party will be limited to normal attacks

3 Condition display. Press the Y Button to view all combatants' current conditions

4 Battle commands (p.32)

5 Status ailment icon (p.29)

6 Party HP/MP display

7 Enemy's level, HP and MP

8 Enemy's analysis level. The higher it is, the more information regarding the demon is displayed

Physical

Ice

Light

Gun

Electric

Dark

Fire

Wind

Basics of Battle

Battle in Strange Journey is turn-based and command-driven. Be sure to know the basic rules of battle before entering combat.

>>> Enemy Status

The bottom screen shows the Analysis level of demons you encounter. By defeating demons, hitting them with Demon Co-Op attacks, or recruiting them, the Analysis gauge will increase, revealing the enemy's skills and affinities.

• Unknown Demons

When you encounter a demon for the first time, it will be displayed as "Unknown" and be visually scrambled. By fighting it and filling its analysis gauge, its identity will be revealed.

>>> Attacking weaknesses and Demon Co-Op

When a character in your party attacks the enemy's weakness, all other party members of the same alignment will perform a follow-up strike. This is known as a Demon Co-Op attack. The power of a Demon Co-Op attack depends on the number of allies participating.

• Alignment

The main character's alignment will change depending on the choices you make in the game. The color in which the main character's name is displayed indicates his current alignment: white for Neutral, blue for Law, and red for Chaos. Demons whose names are displayed in the same color have the same alignment as you.



Battle Commands

>>> Fight

Choose this to engage the enemy in combat. Upon choosing to Fight, the commands below will appear. The main character and his demons have different commands.

• Sword

Reserved for the main character, this will carry out a normal attack with your equipped sword. The equivalent command for demons is Attack.

• Gun

Reserved for the main character, this will fire your equipped gun at the enemy. In addition to the standard shot, each gun has one or more special skills associated with it that consume MP to use.

• Item

Reserved for the main character, this will consume an item in battle. Select an item to use, and then a target to use it on.



• Summon

Choose this to summon or return demons. First, select which demon you wish to return. Then, choose a demon to summon from the list on the bottom screen. Use the L/R Buttons to switch pages.



• Skill

Reserved for ally demons, this allows you to select a skill to use, and then a target to use it on.

• Defend

Guard against enemy attacks to lower damage sustained as well as protect weaknesses and reduce the chances of suffering status ailments.

>>> Talk (p.34)

In addition to fighting demons, you may choose to talk with them and try to convince them to join your side or give you items or Macca. Be sure to factor a demon's personality in when you negotiate with it, and remember that demons will not engage in conversation during a full moon.



>>> Retreat

Attempt to escape from battle. If you succeed, the battle will end, but if you fail, the enemy gets a free turn.



Demon Conversation

By selecting Talk in battle, you can negotiate with enemy demons to receive items, escape battle, or recruit them as allies. Knowing your opponents is key to controlling the flow of the conversation.

>>> Factoring in Alignment

When you first talk to a demon, you will receive information on its alignment as well as your affinity with that alignment. Use this information to steer the conversation in a direction favorable to you.



>>> State your Business

If the conversation goes well and the demon opens up to you, select "Try negotiating." If all goes well, you will be able to make your choice of requests.



>>> If you Agree to its Request...

After you make your request, the demon will in turn make its own requests, which may range from absorbing your HP/MP to demanding items or Macca. If you satisfy the demon's needs, it may grant your request.



After Battle

When you defeat all the enemies in an encounter or successfully complete a demon conversation, the battle will end and the results screen will be displayed. The results screen shows information such as Macca and EXP earned as well as items won.



>>> Leveling Up

When a party member gains enough EXP, he or she will level up. Not only will his or her stats increase, but a demon that levels up might change one of its skills or give you a gift.



>>> Game Over

If the main character dies in battle, the game will end, so be careful around enemies with instant KO skills.



FUSION

You can fuse demons together to create new and more powerful demons. There are several laws and guidelines governing fusion. Use the demon fusion chart as reference and experiment for yourself.

Basic Fusion

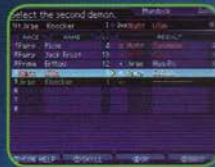
In Basic Fusion, you select two demons from your stock and fuse them. At the stock menu, you can view skill descriptions by pressing the Y Button and see an explanation of the fusion chart icons with the X Button. Note that you cannot create a demon whose level is higher than the main character's, or a demon already in your stock.

Step 1 ► Select the 1st Demon

Highlight the demon you wish to use from your stock and press the A Button. After you select the first demon, you can scroll through choices for the second demon, and the demon resulting from the fusion will be displayed in the RESULT column.

Step 2 ► Select the 2nd Demon

When you highlight the second demon you wish to use and press the A Button, the details of the resulting demon will be displayed. If you are satisfied with the results, press the A Button once again to confirm.



STEP 3 ► Using a Demon Source

At this phase, you will select whether or not to include one of your Demon Sources in the fusion. The skills stored within a Demon Source are guaranteed to be transferred during fusion. By including a Demon Source in fusion, you can further customize your demons. If you wish not to include one, select "No Demon Source."

• Obtaining Demon Sources

Demon Sources are pools of skill data extracted from your demon allies. You can obtain a Demon Source from a demon whose Analysis Gauge is at MAX when it levels up.



STEP 4 ► Commencing the Fusion

A final confirmation window will be displayed; select "Yes" to begin the fusion or "No" to go back.

• Fusion Accidents

In case of a Fusion Accident, the created demon will differ from the predicted result. The likelihood of a Fusion Accident is related to the moon's phase and affects various aspects of the newly created demon.



Fusion Table

	Herald	Megami	Avian	Tree	Divine	Flight	Yoma	Nymph	Vile	Raptor	Wood
Herald	---	Genma	Divine	Divine	Vile	Avian	Tree	Megami	---	---	---
Megami	---	Prime	Nymph	Herald	Yoma	Divine	Nymph	Tree	---	---	---
Avian	---	---	Prime	Flight	Flight	Divine	Foul	Tree	---	---	---
Tree	---	---	---	Prime	Herald	Avian	Genma	Megami	---	---	---
Divine	---	---	---	---	Prime	Avian	Flight	Megami	Raptor	---	Raptor
Flight	---	---	---	---	---	Prime	Nymph	Avian	Raptor	Vermin	Raptor
Yoma	---	---	---	---	---	---	Prime	Fairy	Jaki	Vermin	Drake
Nymph	---	---	---	---	---	---	---	Prime	Foul	Haunt	Raptor
Vile	---	---	---	---	---	---	---	---	---	Drake	Jaki
Raptor	---	---	---	---	---	---	---	---	---	---	Vile
Wood	---	---	---	---	---	---	---	---	---	---	---
Deity	---	---	---	---	---	---	---	---	---	---	---
Avatar	---	---	---	---	---	---	---	---	---	---	---
Holy	---	---	---	---	---	---	---	---	---	---	---
Genma	---	---	---	---	---	---	---	---	---	---	---
Fairy	---	---	---	---	---	---	---	---	---	---	---
Beast	---	---	---	---	---	---	---	---	---	---	---
Jirae	---	---	---	---	---	---	---	---	---	---	---
Snake	---	---	---	---	---	---	---	---	---	---	---
Reaper	---	---	---	---	---	---	---	---	---	---	---
Wilder	---	---	---	---	---	---	---	---	---	---	---
Jaki	---	---	---	---	---	---	---	---	---	---	---
Vermin	---	---	---	---	---	---	---	---	---	---	---

There are other demon races and combinations besides those shown below.

Deity	Avatar	Holy	Genma	Fairy	Beast	Jirae	Snake	Reaper	Wilder	Jaki	Vermin
Megami	Avian	Avian	Megami	Divine	Avatar	Deity	Flight	---	---	---	---
Avatar	Deity	Avian	Tree	Genma	Fallen	Tree	Wood	---	---	---	---
Holy	Herald	Flight	Holy	Megami	Flight	Yoma	---	---	---	---	---
Yoma	Nymph	Beast	Fairy	Genma	Avatar	Fairy	Flight	---	---	---	---
Herald	Fairy	Avatar	Nymph	Nymph	Holy	Fallen	Vermin	Vile	Raptor	Drake	Raptor
Herald	Vermin	Avatar	Avatar	Divine	Yoma	Raptor	Beast	Spirit	Foul	Raptor	Raptor
Fairy	Jirae	Snake	Night	Divine	Avatar	Lady	Flight	Haunt	Vermin	Haunt	Wilder
Femme	Fairy	Divine	Megami	Megami	Avatar	Holy	Wood	Spirit	---	Haunt	---
---	---	---	---	Jaki	Wilder	Jaki	Drake	Tyrant	Raptor	Haunt	Raptor
---	---	---	---	Wood	Vermin	Foul	Vermin	Spirit	Vermin	--	Spirit
---	---	---	---	Haunt	Wilder	Vermin	Drake	Spirit	Raptor	Raptor	Spirit
---	Genma	Avatar	Reaper	Genma	Holy	Brute	Beast	---	---	---	---
---	Prime	Beast	Deity	Kishin	Avian	Tree	Dragon	---	---	---	---
---	---	Prime	Fairy	Beast	Avian	Spirit	Dragon	---	---	---	---
---	---	---	Prime	Deity	Holy	Reaper	Avatar	---	---	---	---
---	---	---	---	Prime	Flight	Night	Avian	Spirit	Wood	Haunt	Wood
---	---	---	---	---	Prime	Yoma	Wilder	Spirit	Vermin	Wilder	Wilder
---	---	---	---	---	---	Prime	Fallen	Spirit	Wood	Haunt	Foul
---	---	---	---	---	---	---	Prime	Spirit	Drake	Drake	Drake
---	---	---	---	---	---	---	---	---	Spirit	Haunt	Spirit
---	---	---	---	---	---	---	---	---	---	Drake	Spirit
---	---	---	---	---	---	---	---	---	---	---	Wilder

THE RED SPRITE

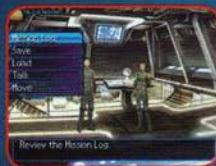
The Red Sprite is your base of operations, featuring several facilities for your use. It is important to periodically return to the Red Sprite during your mission.

Command Room

The central hub of the Red Sprite. You will receive new Main Missions here from your commander. Talk to the crew for tutorials.

>>> Mission Log

View information about your mission and review collected documents. Press the A Button to page through Log entries and the L/R Buttons to switch categories.



>>> Save

Save your progress here. Select a file to save to and press the A Button.

>>> Load

Continue from an existing saved game. Select a saved file to load and press the A Button.



Lab

Here, you can hand in your collected forma to develop new items, equipment, and applications.

>>> Manufacture

If you have the necessary forma to create an item, it will be added to the list and the "NEW" icon will be displayed. Select an item you wish to manufacture and press the A Button. Next, press up/down on the +Control Pad to select the amount you wish to make. Macca is required to manufacture items.



>>> Dispose

Dispose of unwanted items and forma by converting them into Macca. Select an item to dispose of and press the A Button, then press up/down on the +Control Pad to select how many you wish to dispose of.



>>> Install Sub Apps

Equip Sub Apps you have developed. Select the Sub App you wish to install and press the A Button. Apps shown in orange are already equipped, while those shown in white are not. Sub Apps come in varying sizes, so keep the Demonica's overall capacity in mind during installation.



Sickbay

Here, your party can be healed in exchange for Macca.

>>> Treatment

There are three Treatment options: "Heal All," which restores the HP and MP of everyone in your party, "Heal," which restores HP and MP of individual party members, and "Cure Ailments," which allows you to select a party member to revive and/or cure ailments.

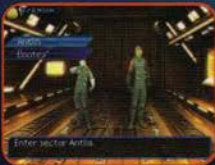


Deck

The Deck is your entry into the field. You may talk to the crew here for gameplay tutorials or to accept EX missions.

>>> Disembark

Select a sector to explore. New sectors will become available as the story progresses.



SKILLS & APPS

Below are some examples of skills and Sub Apps that will prove useful during your mission.

Skills

Skill Name	MP	Effects
Agi	3	Light Fire damage, single foe.
Bufu	3	Light Ice damage, single foe.
Garu	3	Light Wind damage, single foe.
Zio	3	Light Electric damage, single foe.
Hama	6	Chance of instant Expel death, single foe.
Mudo	6	Chance of instant Curse death, single foe.
Lunge	5	Light Physical damage, single foe.
Needle Rush	3	Light Gun damage, single foe.
Dia	3	Light HP recovery, single ally.
Tarukaja	12	Increases Attack, all allies.
Sukukaja	12	Increases Agility, all allies.
Rakukaja	12	Increases Defense, all allies.
Recarm	20	Revives from KO, single ally.

Sub Apps

Name	Effects
Relax Spray	Allows you to smooth over one mistake during a demon conversation.
Gibo Eyes	Displays simplified elemental affinity assessment in the target cursor.
Paracelsus	Uses a demon's current level rather than its base level to calculate fusion results.
Lunatic	Allows you to converse normally with demons during a full moon.

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